

OVERFRAME

Top Builds

Tier List

Player Sync

New Build

ITEM

WEAPON


PRIMARY

ASSAULT RIFLE

UNIQUE

IGNIS WRAITH

OTHER IGNIS WRAITH BUILDS



literally just a flamethrower | stacking heat dps focus | ARMOR NERF = OPTIMAL

by VYXN — last updated 17 days ago (Patch 37.0)

9

6

145,810

A blood-red variant of this destructive flamethrower.

206 VOTES

17 COMMENTS

ITEM RANK

30

0 / 60

OROKIN REACTOR

APPLY CONDITIONALS

ACCURACY


100.0

CRITICAL CHANCE

17%

Primed Rifle Ammo Mutation

+80.0%



Pestilence Carrier


Ignis Wraith guide by TheMooN85

2

UPDATE 35.0

4 FORMA

MEDIUM GUIDE



Viral-Crit Ignis Wraith most effective build without riven


Ignis Wraith guide by GKP_light

VOTES 88

UPDATE 35.0

7 FORMA

MEDIUM GUIDE



THE INCINERATOR | GOD TIER | 3591 DPS (damage per shot)

Ignis Wraith guide by user199

UPDATE 25.7

6 FORMA

SHORT GUIDE

OVERFRAME

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New Build

MULTISHOT1.8

NOISEALARMING

PUNCH THROUGH0.6

RELOAD1.7

RIVEN DISPOSITION0.55

STATUS / PROJECTILE87%

TRIGGERHELD

DAMAGE / PROJECTILE (X1.8)

HEAT87.6

VIRAL (+)55.3

TOTAL DAMAGE257.3

AVERAGE HIT322.9

BURST DPS4,908.5

SUSTAINED DPS4,610.7

Galvanized Aptitude

+56.9%

Vile Acceleration

+55.0%

Primed Bane of Grineer

+24.0%

Rime Rounds

+24.0%

Malignant Force

Rifle Elementalist

Hellfire

Primary Merciless

stacking heat dps focus | ARMOR NERF = OPTIMAL

Ignis Wraith guide by VYXN

UPDATE 37.0

6 FORMA

LONG GUIDE

BUILDS BY VYXN

when you accidentally breed a machine gun and a ICBM missile together

Acceltra guide by VYXN

UPDATE 33.6

6 FORMA

LONG GUIDE

2+ mil slash | no primer no forma no sharpshot | video | calculator + build comparisons | :3

Nataruk guide by VYXN

https://overframe.gg/build/323824/ignis-wraith/literally-just-a-flamethrower-stacking-heat-dps-focus-armor-nerf-optimal/

2/5

literally just a flamethrower | stacking heat dps focus | ARMOR NERF = OPTIMAL

UPDATE:

because of the recent armor nerfs, hunter munitions has lost a lot of its power.

due to these nerfs, it is ALWAYS better to use a pure heat [Ignis] build (this one) vs a crit [Hunter Munitions] hybrid. this is because there is simply not enough armor for the true damage from [Hunter Munitions] slash to outperform raw stacking heat.

this is especially true in steel path, where because enemies have gained more flat hp, the scaling of stacking heat procs on enemies kills much faster than the hunter munitions slash builds.

new player notes:

- you do not need to invest 6 forma into this weapon, since it should just be a stepping stone to something better. however, it is kind of the only flamethrower and I think that's pretty cool so I have invested a little more into it...

mods:

- if no arcane, use serration over bane. with arcane, can use thermite rounds instead of bane if you don't like banes.
- if you are missing some mods, use the next closest alternative to you, or use more base dmg. could also use crit mods temporarily if you are missing lots.

basic details:

- crit bad for heat dmg, primed cryo bad for heat chance (full explanations later in guide)
- ignis wraith heat ticks benefit from multishot twice - [wiki](#)

status chance increase. Due to Multishot increasing both per-tick damage **and** status chance, status *damage* ([Slash](#), [Heat](#), [Toxin](#), [Electricity](#), and [Gas](#)) is affected **twice** by multishot on all continuous weapons.

the best i can explain it is, first multishot is factored into status chance (as in, how many procs u get per shot), and then it is factored in again because beam weapons combine all the projectiles into one projectile beam



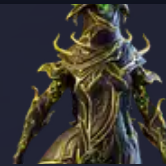
literally just a flamethrower | stacking heat dps focus | ARMOR NERF = OPTIMAL

Ignis Wraith guide by VYXN

UPDATE 37.0

6 FORMA

LONG GUIDE



798% strength | no troll modding & no str shards | roar

wisp
Wisp Prime guide by VYXN

VOTED
18

UPDATE 37.0

6 FORMA

LONG GUIDE

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from multishot and each status proc uses a base dmg value of multishot times projectile dmg, so we double dip on it.

quick notes:

why using crit is worse ?

- because building for crit uses two mods to make half ur shots do extra dmg but the other half do a lot less since they dont benefit from those two mods, and for heat dmg specifically it turns out to be more efficient to just [\[Sacrifice\]](#) the crit mods to fit in additional heat and base dmg mods which work on all shots. the math says so. we do lose weapon dps but we make up for it with a lot more scaling heat dps.

why no hunter munitions:

- having to build for slash takes 3 mods out that we could have more efficiently used to instead increase heat dps by a lot more
- especially when slash is overall significantly weaker after armor cap rework

why not primed cryo?


- doesnt increase heat dmg and makes heat less likely to proc (since viral gets way more share of elemental dmg)

i made a heat dps calculator:

https://docs.google.com/spreadsheets/d/19700zfjdtC0HKrZM_HqPbbX4_21msqggJRXvfxljHww/edit?usp=sharing

enjoy!

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6

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